

Use Case Document

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Pre-Game

- Create Game
 - Solo Game
 - Character Selection
 - Map Generation
 - Premade Group Game
 - Character Selection
 - Map Generation
- Exit
 - Close Game

During Game (Player)

- Move
 - Options
 - W – Forward
 - S - Back
 - A - Left
 - D - Right
 - Space – Jump
 - Encounters
 - Material/Item
 - Add item to inventory
 - Enemy
 - Player take damage
 - Enemy OnPlayerEnter
 - Friendly Player
 - Do Nothing
 - Hostile Player
 - Player take damage
 - Hostile Player OnPlayerEnter
- Ability
 - Attack – 1
 - Continue Attack – 1
 - Return to During Game
 - Attack – 2
 - Continue Attack – 2
 - Return to During Game
 - Attack – 3
 - Continue Attack – 3
 - Return to During Game

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- Attack – 4
 - Continue Attack – 4
 - Return to During Game
- Shift – Defense
 - Must hold to defend
 - Return to During Game
- Interact with Object (Enter)
 - Activate Object
- Open Inventory (B)
 - Item Hover
 - Display name and quantity
 - Try to Combine Selected Materials (Left Click)
 - Success
 - Remove materials from inventory
 - Add crafted item to inventory
 - Failure
 - Cancel combine
 - Remove highlights
 - Item(s) Select (Shift – Left Click)
 - Highlight item
 - Item Drag (Hold Right Click)
 - Release on team inventory dialog
 - Move item to team inventory
 - Otherwise
 - Cancel drag

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